Let's Play Military Bridge

The object of Military Bridge is to win points by capturing flags.

The Setup

Teams of four players are seated at bridge tables.
In the center of each table is a "fort" with 1 large fort flag and 9 small flags. These flags are captured during the game for points.
A session of Military Bridge consists of 10 games, so there are 10 chances to capture a flag.
Each game has 13 plays, or tricks. The first team to win 7 tricks wins that game and captures a flag.

Who's Playing

Each team chooses a Captain, who deals the cards and stays at the table during all 10 games.
The other 3 players are Scouts.
The Captain keeps one Scout at the table to defend the fort and sends out 2 others Scouts to attack other tables and try to capture a flag. All 3 Scouts will change tables after each game.
The Captain's schedule sheet names the trump of each trick and shows where scouts move after each game.

Moving Around the Room

If the attacking team wins at least 7 tricks, they take the other team's flag back to their home base.
When a game is won by the home team, the attackers return to their table empty-handed.
After each game, all Scouts must wait for all hands to be finished before returning to their home tables, where they are told their next destination. When the next game is announced, they go to a new table and start the next game.

What Are Tricks and Trumps?

A trick is a short round of play in which each player in turn chooses a card from her hand and plays it face-up. The highest card wins the trick.
A trump is a specific suit that can win – or "triumph" – over any card. All cards in the trump suit beat all other cards. If Clubs is trump, the 2 of Clubs will beat an Ace in another suit. Higher trumps beat lower trumps.

Playing the Game

The captain deals each player 13 cards, names the trump suit, and makes the first lead.
Players take turns in clockwise order, playing 1 card in the led suit. A player who doesn't have a card in the Captain's suit can play a trump card, or any other card.
The highest card of the captain's suit wins the trick, unless a trump card has been played. During no-trump games, the highest card in the led suit wins the trick.
You may only play a trump card when trump is led or you cannot follow suit. If you could have followed the Captain's suit but you don't, your penalty is the loss of 2 tricks.
The player who wins each trick makes the next lead.

Winning the Game

Teams score points for each flag won. Players score points only for the flags they have after 10 games.
Each small flag is worth one point. The large flag is worth five points. The table with the most points wins.